

## **ABSTRACT OF THE DISCLOSURE**

A method and mechanism for managing graphics data. A graphics unit is coupled to share a cache and a memory with a processor. The graphics unit is configured to  
5 partition rendered images into a plurality of subset areas. During the rendering of an image, data corresponding to subset areas of an image which require a relatively high number of accesses is deemed cacheable for a subsequent rendering. During a subsequent image rendering, if the graphics unit is required to evict data from a local buffer, the evicted data is only stored in the shared cache if a prior rendering indicated that the  
10 corresponding data is cacheable.